We started this journey in scrum by learning each of our unique roles and finding innovative ways to apply those facets to the SNHU Travel project. Taking on the role of Scrum Master was originally one of the most daunting tasks I chose to take on. I enrolled in the scrum master course and worked towards the success of our project. I learned how the Scrum Master is the glue of each sprint and helps to bring each part of the scrum parts together. They are a manager of the developers and a direct line of communication to the product owner. Before I started our work on the SNHU Travel project under the new Scrum method, I scheduled an estimated deadline as after the culmination of the completed sprints. I then planned our sprints to be about 2 weeks long per sprint and separated the product backlog to each week. I met with my developers for our first meeting and went over the product backlog I set for each sprint and got a lot of feedback. This took about 3-4 hours to talk through but my team informed me on how long and how high priority some of the product backlog items will take. I've had to change some of the estimated sprints to 3 and even 4 weeks long. I then planned sprint reviews after each sprint and looked to update key stakeholders and the product owner on the current progress. In this sprint retrospective I'd like to further detail how the scrum method has helped to improve the SNHU travel project as well as give more detail on each part of the team's work toward success. Usually in these retrospectives I would look to see who needs help or who is doing well currently. This retrospective is a tool to help improve the future of the product. The project has moved in a positive direction since the switch to an agile method. When the change in the project to include more relaxation in the travel came through the other teams were having issues using the waterfall method, however my team was able to implement the new destinations that week. The product owner was impressed with our ability to adapt and mentioned that the stakeholders were happy to see the willingness to change course. The product owner had to learn their role as it applies to scrum as well. They gave me the list of project backlog pretty quickly and mentioned how it would accomplish each of the consumers goals for the project. I set up meetings in between the sprints to help everyone get to know how much work the product owner has put in for us. As they act as almost a face for our team they also help to lead our project towards successful completion. They have become more empathetic and understanding of both the stakeholders and our developers helping gauge how long the rest of the project may take. They also created the user stories which instead of getting the full list of user stories up front like the waterfall method calls for, we were able to change them along the way based on the users needs. The developers have used the user stories to their advantage looking not only towards how they can help the customer with a functioning product but also how they can go above and beyond with extra features to further pass the goal. The user stories also better define the reasoning behind some of the product backlog. As the product owner meets with the stakeholders fairly consistently throughout the sprints they are able to update the user stories every other week to get a better ‘feel’ for how the project should look like at completion. The developers have been the main force behind developing the SNHU Travel project. They have worked diligently through each sprint to complete the product backlog on time and to the standards set. Ultimately they decide the time it takes on each backlog item and create the product from the ground up. As the project went on I became less of a necessity for the team because they began holding each other accountable. They have requested from me to give complete honesty and help support each sprint to the best of my ability. The testers have worked to help both the team and almost act as the stakeholders. They have utilized the user stories more than the developers so that when the test the product they know how the links should work. They push the programs to the limit and see what is and isn't working, or even what just needs to be refined. They have felt an improvement since the switch to agile as the changes to the project come much sooner. They are also working more through the months and are ok with the skeleton projects they have been testing. The testers have loved seeing the user stories become more defined as the product owner finds out more on the needs that the users want. It has helped to better define how the application should act, look, and feel. When the project was asked to be more inclusive of relaxation destinations our team was the only one to immediately redirect course and get the project tested right away. That same week the entire development team worked hard to change what they had previously done to include international resorts. I set up daily scrum meetings to get an idea on who is working on what and to provide updates such as this one. Normally the daily scrum takes 15 minutes however that meeting took nearly 45 minutes to complete. In retrospect I should have set up a separate sprint review meeting to reassess product backlog and get an idea on how the team looks to complete each line item. In that time the developers and testers worked close together to put together the best relaxation destinations and find that the code works seamlessly. A tool that helped quite well is Jira. As I was able to link it to our Teams chats, everyone was able to view what backlog items they are responsible for and even what the other members are responsible for. It also allowed us to update in realtime when something is completed or if something needs more attention. I have found that the waterfall-methodology is too rigid for the SNHU Travel project. When that project is finished it may look like outdated technology. In a world like today where the needs of each individual is changing weekly if not daily we need to be more flexible.The Scrum-agile approach has been able to provide that flexibility. It has allowed us to adapt and change, we have been able to deliver exactly what the consumer wants and even exceed expectations. The main downside to this approach is that it takes more time than waterfall more often than not. However if you were to make the same changes with the waterfall technique, it would have taken twice as long to recreate the product. I believe that for the future of the SNHU travel project we would move all teams to the agile approach. Our team has been able to adapt to the changes requested almost immediately and our efficiency would greatly improve if everyone worked in this style.